http://www.replacementdocs.com

...ME

Before you get started, please make sure your system meets the minimum system requirements listed below. You must install the Warlords Battlecry II files to your hard drive and have the Warlords Battlecry II CD in your CD-ROM drive in order to play this game. To install the game, insert the CD into the CD-ROM drive. When the pop-up window appears, click on the Install option. If you have disabled the Windows Autorun function, or if it does not operate, **explore** the CD and double-click the Setup icon. Follow all on-screen prompts to complete the installation.

System Requirements

To run Warlords Battlecry II you need the following minimum system requirements:

- Windows® 95/98/ME/2000/XP
- Pentium® II 350 Mhz PC or compatible
- 845 MB of hard disk space
- 64MB RAM
- 8X CD-ROM
- DirectX compatible video adapter with 4MB of memory and a Color SVGA Monitor
- 8 MB video card (DirectX 8 compatible)
- Windows compatible pointing device
- Support for 1- 6 players LAN 1-4 players Internet (56K Modem or faster required)

In addition to the basic system requirements, the game requires that DirectX 8.1 or higher be installed to your hard drive. The option to install DirectX 8.1 appears during the game installation. At the end of installation, you are prompted to register Warlords Battlecry II electronically. For Internet play you need a DirectPlay compatible modem.

The following are the recommended system requirements:

- Pentium® III 450 or AMD® K6-3 500
- 128 MB RAM

Electronic Registration

If you did not register your copy of Warlords Battlecry II after installation and wish to do so later: From your desktop select the Start button, click on Programs, click on the folder that contains Warlords Battlecry II and click on Electronic Registration. Follow all on-screen prompts to complete the registration.

Uninstalling the Game

Select the Uninstall option from the Autorun Menu, or choose Settings from the Windows Start Menu and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on Warlords Battlecry II and click on the Add/Remove button. The game and all its components are then removed from your hard drive, except for data that was changed after the initial install (i.e. save games, character data, and game options file). These can be found in the My Documents/Warlords Battlecry II directory.

Starting the Game

Every time the CD-ROM drive is closed with the CD in place, the Warlords Battlecry II Autorun menu appears with options to run the game, Install DirectX, view the Readme.txt file or uninstall the game. The game can also be started by opening the Start Menu, selecting programs, choosing the folder where the game was installed and clicking on the Warlords Battlecry II program item.

The first time you run Warlords Battlecry II, help dialogues appear to guide you through the main screens. Move your cursor over the writing to see explanations for various parts of the screen. When you are ready, click on the screen to close it. These dialogues can be activated at any time on that screen by pressing the **F1** key.

For complete and specific "how to play" information, please refer to the appropriate sections of the manual. Note that some changes were made too late to include in this manual. Please read the Readme.txt file in your game folder for more information.

Saving Games

Warlords Battlecry II requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 2 MB of hard drive space.

Electronic Documentation and Website

Extra information not included in this manual is in the "Documentation" directory on the Warlords Battlecry II CD. There are full details of all units in "Battlecry II Units.chm", tables and hot-keys in "Battlecry II Appendix.chm", spell descriptions and costs in "Battlecry II Spells.chm", and instructions for the editor in "Battlecry II Editor.chm".

Further information, including FAQs, extra scenarios, battle reports and other extra material can be found on the SSG website: http://www.ssg.com.au

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Introduction

Warlords Battlecry II is a fantasy strategy game of combat, heroes, and magic. It provides a unique blend of role-playing and strategy, where you improve your hero, build an empire, produce units, cast spells, go on quests, and battle other races.

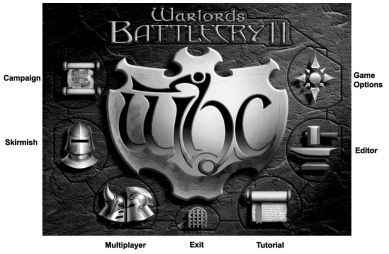
Warlords Battlecry II has many exciting new features, including:

- Heroes – Twelve different races to play.
- Unit races – Twelve different sides to play.
- Units – Over one hundred and forty unique units, including heroes, archers, mages, and siege weapons.
- Buildings – Almost two hundred unique buildings.
- Skills – Numerous skills to upgrade your units and buildings.
- Spells – Over one hundred spells with spectacular special effects.
- Formations – Eight different formations to control your troops.
- Victory conditions – Thirteen different conditions from which to choose.
- Quests – Hundreds of different quests for your hero to complete.
- Editor – Create your own fully customizable scenarios.

Starting the Game

Main Menu

The Main Menu appears after the opening movie has played. Press the **Escape** key to skip the movie. There are seven options on the Warlords Battlecry II Main Menu.



Campaign Play the hero and battle other races for the land of Etheria. Engage in duels, challenges, and uprisings; purchase special items; and unlock new units to use. For details, see page 5.

Skirmish Play a single player game versus up to five computer AI players, on either a standard or random map. For details on how to play "Skirmish", see page 8.

Multiplayer Play other human warlords via IPX, TCP/IP, Internet or modem. For details on how to play "Multiplayer", see page 12.

Tutorial There is one simple-to-learn tutorial on how to play the game, covering all the basics such as how to select and move units, attack, build buildings, and produce units.

Editor The editor allows you to create your own exciting new scenarios to play by yourself against the computer, or with your friends. All existing scenarios are fully customizable. Every aspect of the scenario, including terrain, buildings, units, events, sides and game options is available to be edited. For full instructions on how to use the "Editor", see the "Battlecry II Editor.chm" documentation included on the Warlords Battlecry II CD.

Options Allows you to control game options for sound, settings, and graphics. You can also view the introduction video and the credits. For details on the options available, see page 14.

Exit Exit to Windows.

Playing the Campaign

The Warlords Battlecry II campaign is an epic battle for possession of all sixty-seven regions of Etheria. From your home citadel, you expand to conquer neighboring regions, occupy enemy citadels and take control of their forces. You will ultimately engage in duels to the death with other heroes, and even quell uprisings by your vanquished foes. As your treasury grows, merchants offer special items for sale, mercenaries offer to join you in battle, and followers flock to your banner.

Each region has a unique map, with its own goals and victory conditions. You gain different bonuses from each region – some for just your hero, some for all units or buildings. All regions have a *Tribute*, which goes into your treasury when you conquer the region. A constant income is also available from some regions. Every time you win a battle, each of your provinces will contribute the amount specified as Income to your treasury.

Your hero and retinue are carried forward from battle to battle, growing stronger and more powerful. Although the campaign is only available in single player mode, you can play any one of the twelve hero races, so why not try them all! You can find detailed information about "Heroes" starting on page 29.

Creating A New Hero

To play the campaign, choose Campaign from the Main Menu. The Book of Heroes Screen appears. Click on Create a New Hero, the helmet icon, then choose a race for your hero. A brief description of each of the twelve races, and the general statistics for strength, intelligence, dexterity, and charisma are included on the screen.

After you have chosen a race, you go to the "Create your Identity" Screen. On this screen you need to select a portrait, and type in a name for your hero. You can also enter a password for your hero, ensuring that nobody can use your hero without knowing the password. Clicking on Create Hero accepts the new hero, and takes you to the "Campaign" Screen.

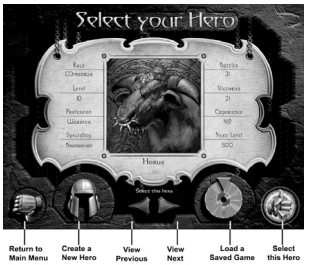
Adventurous players, who feel like a challenge, may also choose to create heroes in one of our three advanced modes: IRONMAN, BRONZEMAN and TINMAN.

IRONMAN heroes gain double Experience Points (XP) from any battle in which they fight, but they only have one life. If they are ever slain, they are automatically removed from your roster of available heroes.

BRONZEMAN heroes gain 150% XP from any battle in which they fight and survive, but if they are slain in a battle they revert to the beginning of their current level.

TINMAN heroes gain 125% XP from any battle in which they fight, but only if they are still alive at the end of that battle. Otherwise they gain no XP at all.

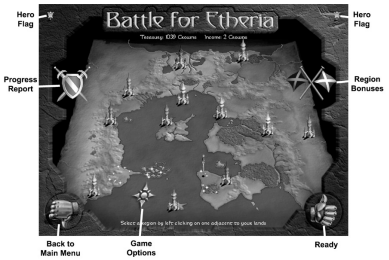
Selecting A Hero



If you have already started the campaign, the Book of Heroes Screen lets you view all heroes currently available, using View Previous and View Next. When you find your desired hero, simply click on Select this Hero to take you to the "Campaign" Screen where you left off.

If at any time you wish to delete a hero from the "Book of Heroes", open the book at the selected hero, and press the **DELETE** key. A confirmation message appears.

The Campaign Screen



This screen charts your progress in your current campaign game. The first time you enter this screen, the "Campaign Options" will appear, allowing you to set the Difficulty, Resolution, and Borderlines. The options can be accessed and changed at any time during a campaign by clicking on the compass-rose icon in the bottom left of the map.

The flag of your hero is shown in the top right and left of the screen, and when you conquer a region, this flag will appear on the map. Your home citadel is of a similar color, originally surrounded by gold sparkles. These gold sparkles indicate all adjacent regions available for you to attack.

To start a battle, move your mouse cursor over the regions with sparkles. The cursor will change to show crossed swords, indicating that you may attack this region. Choose a region to attack and left-click when the crossed sword cursor is over that region. Left-clicking will mark it with a spinning sword icon and activate the Ready button in the bottom right of the screen. Click this, and a dialogue will appear, telling you which region you are fighting, the expected level of resistance from the region's defenders, and any special conditions. Click Okay on this battle dialogue to start the battle.

If you capture an enemy citadel, you can then use that citadel's troops in future campaign battles. You can choose the race you will use from the list box on the battle dialogue. The "Expected Resistance" may change with different races depending on how many previous victories you have had with that race.

To gain information about regions on the "Campaign Screen", you can right-click on the desired region and a dialogue appears giving you the name, description, current owner, expected resistance, bonus, tribute and income. For the regions without sparkles, when you move your mouse cursor over them, it changes to a book. Left-clicking on these regions also brings up the dialogue.

From the "Campaign Screen" you can check your progress against the other races by clicking the Progress Report button – the crossed swords and shield icon in top left of the map. You can check any bonuses you have from regions by selecting the Bonuses button – which is the crossed flags icon in top right of the map.

Winning a Campaign

There are sixty-seven regions in Etheria. Once you have conquered forty-seven of these regions, the remaining rulers in Etheria, concerned by your growing power, will try to arrange a peace settlement. This means that you don't have to conquer all the provinces to win the campaign, but naturally you may elect to continue the campaign. As each new province falls to your forces, the rewards offered by those still opposing you will grow ever more lucrative, and their attitude towards you will grow ever more respectful.

If you continue to the bitter end, and conquer the very last region, your reward will be the Orb of Etheria. This is a unique and very powerful item that can only be gained by totally completing a campaign. There are several types of Orb, and the power of the Orb reflects the difficulty level of the campaign you finished. Rest assured, even the least of the Orbs is a mighty and most desirable item, available nowhere else, and marking its possessor as having achieved total victory in an Etherian campaign.

Starting a Skirmish

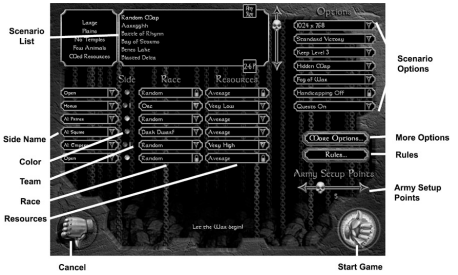
Select Skirmish from the Main Menu to go into battle against up to five AI opponents.

You are taken to the Book of Heroes Screen, where you can select either an existing hero, or create a new hero to take into the scenario. For more details on "Selecting a Hero", see page 6. When you have the hero that you would like to be your champion in the upcoming battle, simply click on Select this Hero on the far right to take you to the Side Selection Screen.

If you have a previously saved game, on the Book of Heroes Screen click Load a Saved Game, the compact disc icon. You are prompted with a picture with the name of the saved game, and selecting it starts the game automatically.

Setting Up a Game

From the "Side Selection" Screen you configure your scenario options and start the game. For a quick start, all you need to do is:



- Choose a scenario by clicking on a scenario name, or random map, in the list box. This highlights it, and causes the information about the sides and options to change.
- Choose a side by clicking on the Player space, next to one of the side color buttons, to select it for your hero.
- Choose the opponents by clicking on one or more Players from the other sides, changing them to "Computer AI". The AI difficulty level ranges from Squire the easiest, to Emperor the hardest. Note: there must be at least one "Computer AI".
- Click on Start to begin play.

There are a multitude of options available on the "Side Selection" Screen for creating precisely the kind of scenario you feel like playing. These include the Temporay Heroes option, which allows you to create a Hero of unlimited power for just one battle. The following sections explain those options in greater detail. For specifics on gameplay, see page 15.

Map Options

At the top of the screen is the Scenario List. Click to highlight the scenario you want to play. Two buttons on the right side allow you to sort the scenario list by map size and allowed number of players. If you click on Random Map the map display is replaced by the controls for the Random Map, explained below:

Map Size: Choose the size of your map from Small to X-Large.

Terrain Type: The general landscape of the map. You can choose between Plains, Woods, Highlands, Badlands, Desert, Wastelands, Orclands, Icelands, Snow Fields, and Lakelands.

Number of Temples: Varies the number of neutral temples that appear on the game map. The number available ranges between 0 and 4. Temples randomly appear as any of four types: Elemental, Dragon, Celestial, or Infernal, and will produce powerful Allied units for you, once you have converted them.

Number of Animals: : Controls the population of sheep, cows, camels, geese and penguins on the map. The numbers available range between No Animals and Lots of Animals. Depending on which race you play, these animals can be useful for ammunition or healing.

Resources: Controls the amount of resources on the map between Low, Medium and High.

You can also set the Random Map Generator to make random choices for each of these options.

Side Options

In the center of the screen are the Side Selectors. There are several options for each side:

Player: Choose who will control each side. You can control one side, then you must assign at least one slot to an AI side. The AI has six difficulty levels – Squire, Knight, Lord, Prince, Warlord, and Emperor. If you are setting up a multiplayer game, you can leave some slots Open for other human players. In a single player game, any sides with Open slots are not used when play begins.

Team: Click on the colored gem if you want to set up alliances with other sides. Sides with matching numbers are on the same team. There can be up to four teams.

Race: Choose one of the twelve races for your unit. The Races are described starting on page 39.

Resources: Choose the level of resources that you start with in the scenario, from Very Low to Very High.



Scenario Options

On the far right of the screen are several scenario options:

Screen Resolution: Choose between four in-game screen resolutions – 800x600, 1024x768, 1280x1024, and 1600x1200. Depending on the resolution you have chosen, the control panels on the game screen are slightly different.

Victory Conditions: Choose one of the 13 victory conditions. For details, see below.

Keeps: Set the maximum Keep level for all players between 1 and 5, or No Keep at all. This option adds some variety to the game, but usually scenarios are played with the default of Keep Level 5 so all buildings, units and skills are available.

Map: Choose between an Exposed (all visible) map, or a Hidden (all blacked out at the start) map that must be explored first.

Vision: Fog of War is the term for the way the game map only shows changes when one of your units is close enough to see them. For example, if Fog of War is in effect and an enemy tower is built in an area you have already explored, you will not see the tower on the map until one of your units passes through the area again. Select No Fog of War to eliminate it for the game, and show all changes and unit movements in any area you have explored (the entire map if you choose Exposed above). Select Line of Sight to only clear the fog in the direction each of your units is facing.

Handicapping: If you are battling against a higher level hero and Handicapping is On, you receive a bonus number of unit setup points. *Only available in multiplayer.*

Quests: Toggle quests On and Off for your heroes. For details about "Quests" see page 35.

The More Options button contains several more scenario options:

Tough Starting Towers: Sets the initial starting towers on a random map to have increased hit points, speed and damage.

Random Weather: Allows the weather to change randomly between night and day, raining and fine. If this option is not on, the only time the weather changes is due to a spell or special ability from a unit or building.

Resignation Kills Side: If an AI or human resigns from the game, the side is effectively "killed". All of that side's remaining units are removed from the map, and all remaining buildings change to Neutral ownership.

AI Resignation: If an AI player does not have many units or buildings left, including no hero, no general, no builder, nor unit-producing buildings, it will resign. This saves you having to track down and kill every last unit or building on the map.

Play with a Temporary Hero: Lets you play with a hero of any level between 4 and 50 (set on the slider bar), for the current scenario only. After you leave the "Side Selection" Screen and before the battle, you can customize all attributes of the hero – Race, Profession, Speciality, Abilities, etc. So try out a new hero type against the AI or friends.

I Am The Greatest: Lays down a challenge to all enemies! In response, all enemy AIs are set to the top level (Emperor), and all enemy heroes are level 50. Hidden Map and Fog of War are turned On, Quests are turned Off, Unit Points are set to 5, Keep Level is set to 5, and Walls may not be built. If you are victorious, you gain a 30 XP bonus.

Game Speed: Set the overall pace of play between Very Slow and Very Fast.

Rules: Contains options to add some variety to the game: No Dragons, No Eyries, No Titans, Tough Towers, No Towers, No Walls, No Heroes. The Tough Towers option increases hit points, speed and damage of any tower built on the map. The other options prohibit the building or production of the specified items.

Unit Setup Points: Set the number of points (0-50) available to spend on units to take into battle. If you set this number to greater than 0, a version of the Retinue Screen appears, allowing you to assemble a starting army from your retinue and basic units of your race. See "Retinue" on page 31 for more details.

Victory Conditions

Victory conditions are the circumstances you must fulfil in order to win a certain scenario. Warlords Battlecry II has thirteen different victory conditions for you to choose from, playable with any scenario. The conditions are located on the right of the "Side Selection" Screen, with the scenario options. Click to scroll through all thirteen conditions, which are described below:

Standard Victory: The goal is to eliminate all significant enemy units and buildings on the map.

Raze All Buildings: The goal is to eliminate all enemy buildings on the map (excluding mines). When the game starts you will see a 5-minute counter, counting down. It is impossible to lose within the first 5 minutes (unless all your units *and* buildings are destroyed).

Kill All Units: The goal is to eliminate all enemy units on the map. When the game starts you will see a 5-minute counter, counting down. It is impossible to lose within the first 5 minutes (unless all your units *and* buildings are destroyed).

Assassination: The goal is to be the last hero left alive. As soon as your hero is slain, you lose the game.

Raze Fest: The goal is to destroy as many enemy buildings as possible within a 30 minute time limit.

Slug Fest: The goal is to destroy as many enemy units as possible within a 30 minute time limit.

Fortress: The goal is to defend your Keep. As soon as your last remaining Keep is destroyed, you lose the game.

King Of The Castle: The goal is to be the first player to build a level 5 Keep.

Merchants: The goal is to be the first player to accumulate 2,500 of each four resources.

Against The Horde: The goal is the same as for standard victory, but the sides are set up differently. Side one is "The Horde" with a lot of units, and all other sides are allied. You can play either "The Horde", or one of the allied sides.

Battle Of The Titans: The goal is the same as for standard victory, but all enemy heroes are at level 50, and each side gets a Titan to start with.

Pitched Battle: The goal is the same as for standard victory, but all sides start the game with 50 unit setup points, and no building is allowed.

Capture The Flag: The goal is to convert and own all the flags on the map. *Only available in multiplayer*.

MULTIPLAYER BATTLES

Nothing can match the excitement of going head to head with another human being. To play with or against other human players select Multiplayer from the Main Menu. Up to six players can connect to a game across a network, up to four players on the Internet, or two players across a modem.

First you need to choose a champion. For more details on "Selecting a Hero", see page 6. Once you've selected your hero you need to choose a connection method:

Modem: Allows you to play two-player multi-player games. The joining player must have the host's phone number, each player's modem must be properly configured for Windows, and both players must have their modems set to the same connection speed.

IPX Network: Allows you to play up to six-player multi-player games over an IPX Local Area Network. Each player must be connected to the same network. Every network is different, and something in your network's structure may effect game play or prevent you from connecting. If you encounter difficulties consult your Network Administrator.

TCP/IP: Allows you to play up to four-player multi-player games over the Internet, or a network that uses the TCP/IP protocol. In order to play a TCP/IP game each player must know the host's IP address, which is given to the host when a game is created.

Internet: Allows you to play up to four-player multi-player games over the Ubi.com network. You may choose to play on either the secure server (where heroes are securely stored online & may not be used in single-player games), or on the non-secure server (where players may take heroes who have been built up in single-player skirmish or campaign battles).

After selecting your connection method, you have the option of hosting or joining a game.

Hosting a Multiplayer Game

To host a game, after choosing a connection type, click Create, and when prompted, type in the name of the game. Click Create again, and it takes you to the "Side Selection" Screen where you can set up your multiplayer game. For details on how to start a game, see "To start a new game" under "Skirmish" on page 8.

The host is the only player able to change the scenario map, options, and unit setup points. If you select a map that other players do not have, for example, one you created yourself, a Send button appears below the scenario map. Click on Send to automatically transfer the map data to all other players.

The host is also able to close sides permanently, but only if they are not already selected by other players. You can kick other players out of the game by clicking on their side name; a confirmation message appears. By right-clicking on a human player's name you can view the details of their chosen hero.

All players, including the host, must click Ready before the host can start the game. If you change your mind before the game starts, click Ready again. When all players' Ready buttons are highlighted, the host can click Start to start the game.

Joining a Multiplayer Game

To join a game, after choosing the connection type, click Connect, and when prompted, select the name of the game you wish to join. Click Connect again, and you go to the "Side Selection" Screen. All you are able to change here is the screen resolution, and the details of the side you choose to play (team, race, and resources). When you are finished, click Ready.

Additional Multiplayer Information

In most aspects of the game, multiplayer skirmishes are very much like single player games. However, there are some differences:

Chatting During a Game

To chat with other players during the game:

- Press Enter to activate the chat prompt and type in your message.

- To send the message to every player in the game, press Enter again.
- To send the message only to your allies, press Ctrl + Enter.
- To send the message only to your enemies, press Shift + Enter.

Losing Your Connection

If you lose your connection after a skirmish has begun you will usually be ejected completely from the game. You will not be able to rejoin the current battle. Inside the game, the units and buildings of a disconnected player are taken over by the computer.

If you deliberately exit or resign from the game, you are taken to the "Defeat Screen".

Hints for Multiplayer Games

- Resources are vital. Destroy enemy resources whenever possible, secure your own resources quickly, and protect them well.
- Take advantage of building queues. Stacking up several units to be built, or using the continuous production button for one unit saves time.
- Build multiple production buildings as soon as you can, to keep unit production running smoothly.
- High level Keeps need to be protected at all costs.
- Protect your hero carefully during the beginning of a game, until you produce a unit that can convert resource structures. If you lose your hero early, it is extremely difficult to pick up the speed of production later in the game.



SETUP OPTIONS

Setup options in three categories allow you to customize the game environment to match your personal preferences. Simply select Options from the Main Menu to proceed to the Options Screen. Check the boxes at the top of the screen to access the options for Gameplay, Graphics and Sound, described in detail below. When you have finished making changes, select Save & Exit to return to the Main Menu with your new settings, or Cancel to exit without making changes. You can also view the Credits and see the Opening Movie from this screen.

Gameplay

Popup Help: Adjusts the amount of in-game help that appears between All and None. If All is selected, then a Help Panel appears at the top of the map. Moving the mouse over a unit or structure causes information about the unit or structure to be displayed in the Help Panel.

Scroll Rate: Adjusts the rate at which the view scrolls when you move the cursor to the edge of the screen between Very Slow and Very Fast.

Game Speed: Sets the overall pace of play between Very Slow and Very Fast. To alter the game speed while playing the game, press the **+** (plus) key to increase the speed, and the **–** (minus) key to slow it down. This option does not work in multiplay games.

Group Move: Toggles between having all units in a group move at the pace of the Slowest Unit or having each unit move as Fast as Possible.

Spacebar: Toggles the spacebar between Visit Last Message or Pauses, for your convenience. At all times, Page Up visits the last message, and F12 pauses the game, though you cannot pause in multiplay games.

Interface: Toggles between Right Click and Left Click for performing actions such as moving and attacking. The default is Right Click, but you may prefer the Left Click as used in some other strategy games.

Graphics

Resolution: Choose between four in-game screen resolutions – 800x600, 1024x768, 1280x1024, and 1600x1200. Depending on the resolution you have chosen, the control panels on the game screen are slightly different. In 1024x768 and higher mode, an extra box on the right displays the unit or building currently under the cursor on the game map, along with its hit point bar. An extra box on the left is the current "locked in" unit or building. Click on its picture at any time to select it. You can lock in a new unit or building by moving the cursor to the unit and pressing **CTRL-L**.

Shadows: Toggles shadows On and Off, which can affect game performance.

Ambient Animations: Toggles animations other than unit movement On and Off.

Blood: Toggles the display of blood in the game On and Off.

Gamma Correction: Switches between five levels of correction for brightness.

Animated Water: Toggles the animation of the water On and Off.

Particles: Sets the display of particles in the game for spell effects, smoke, etc. between Off and Maximum.

Decals: Toggles the display of footprints, blood splatters, dirt scarring, etc. in the game On and Off.

Lighting Effects: Sets the lighting effects in the game between Off and Maximum.

Mouse Click Effects: Toggles the display of particle feedback under the mouse cursor On and Off.

Note: Warlords Battlecry II will run internal performance checks, and turn off any graphics options that would degrade game performance.

Sound

Environmental Sounds: Toggles background noises On and Off.

Footsteps: Toggles the sounds of your units moving On and Off.

SFX: Adjusts the overall volume of the sound in the game between Off and Full.

Music: Toggles the game music On and Off.

Combat Sounds: Toggles the sounds of battle On and Off.

Unit Speech: Toggles your units' voices On and Off.

EAX Support: If your sound card supports EAX, this toggles it On and Off. Otherwise it reads N/A for Not Available.

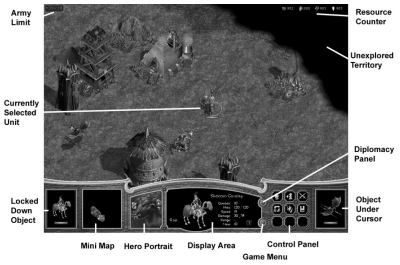
Victory/Defeat Buildup: Toggles the buildup noise at the end of a scenario On and Off.

Hero Heartbeat: Toggles the heartbeat noise when a hero is injured On and Off.

Soundtrack: This allows you to set the current soundtrack being played. The game ships with a default soundtrack, but more may be made available after release. Check the SSG website http://www.ssg.com.au. You may even create your own, by adding MP3 files to your Music directory.

The Game Screen

When you start a campaign episode, skirmish or multiplayer game, the Game Screen appears. From this screen you control your units as they explore, attack, defend, and conquer battlefields.



The most important of the Game Screen features are:

Game Map: The playing area, described in further detail below.

Control Panel: Nine context sensitive buttons that command your units and buildings. Detailed explanation of the buttons starts on page 18.

Display Area: This displays a picture and some details on the currently selected unit. For example, you can check the progress of a construction project by selecting the building; the percentage of completion appears in the Display Area.

Mini Map: A small scale version of the entire game map. Rough terrain features are shown on the Mini Map, along with tiny squares representing buildings. Resource squares are made up of two triangles, the lower colored to show the type of resource it is, the upper triangle gray for Neutral mines, then changing with the owner's color. Quest buildings are shown as white squares.

Hero Portrait: A picture of your hero. Click on the Portrait to select your hero and double click to center the map on him or her.

Resource Indicators: In the upper right corner of your screen are four symbols and numbers, indicating the amount of each type of resource you currently possess. From left to right, these are gold, ore, stone and crystal. See "Resources" on page 32 for more information.

Lock-In Box: This box, not available at 800x600 resolution, shows the current "locked in" unit or building. Click on its picture at any time to select it. You can lock in a new unit or building by selecting a different unit and pressing **CTRL-L**.

Cursor Box: This box, not available at 800x600 resolution, displays the unit or building currently under the cursor on the game map, along with its hit point bar.

The Game Map

The bulk of the main game screen is taken up by the Game Map. On the map units move, buildings are built, battles are fought, etc. To learn how to select and move units, and attack with them, play the tutorial, or read the instructions below.

Selecting Units, Buildings and Multiple Objects

To select a single unit, simply left-click on it. A selection circle appears around it, with a green bar below to indicate the unit's hit points, and a blue bar for its mana points (if applicable).

To select a group of units, you can do any of the following:

- Left-click and drag a box out over multiple units.
- Double-click on a unit to select all units of the same type that are visible on the screen.
- Hold down **SHIFT**, and left-click on individual units to add them to the units already selected.
- Press **CTRL-S** to select all units currently on the screen.
- Press **CTRL-A** to select as many units as possible.

You can always select your hero by clicking on his Portrait at the bottom of the screen. Double-clicking selects the hero and centers him on the screen.

Selection Limits

The size of a group of selected units is limited by the size of the Display Area. Less powerful units have small unit pictures, and you can therefore fit a large number of units into a single group. More powerful units have larger pictures, which limits the number of the more powerful units that can be combined into a single group. The exception to this rule is your Hero, who always has a minimum size picture, regardless of how powerful he has become.

Creating Groups

To create a group:

- Select the units that you want to group.
- Hold down **CTRL**, and press any number (**0-9**) that you want to assign to that group.

Once a group has been assigned a number, you can press that number at any time to select it. If you press that number twice, the group is selected, and the screen centers on the group's leader.

To remove a unit from a group, right-click on it in the Display Area, or **SHIFT** left-click on it on the map.

Unit Formations

There are eight different ways you can choose to arrange your units on the battlefield. All have various strengths and weaknesses. The default arrangement is "Block". If you have two or more units selected, the Formations button becomes active. Clicking on this button displays the actual formations to choose. You can also bring up the formation options by pressing **SHIFT-F**. For more information, see page 22.

The Control Panel

The Control Panel allows you to command and control your heroes, units and buildings. When you select a unit or structure, the available commands appear as buttons on the Panel. Move the cursor over a button to receive help, and see the keyboard shortcut for that command.



These buttons change, depending on the type of unit or structure selected but here are the most common.

General Controls: Stop

Ceases whatever action the unit or building is engaged in, be it moving, attacking or building. The unit or building then waits for new orders.

General Controls: Attack

Heroes, units and some buildings can attack. All units can attack buildings. To order a tower, unit or group to attack, select them, then right-click on the enemy unit or building you wish to attack, or click on the Attack button in the Control Panel and click on the enemy. Note the cursor changes into crossed swords to indicate battle. Your units automatically move into battle.

To improve a group's efficiency when attacking a large enemy group, have them selected, press **A**, then right-click on the ground beyond the enemy unit or building you wish to attack. Your units will individually select enemy targets, instead of you selecting targets one at a time.

Keep an eye on your units during combat. If their health bar turns red, they are close to death and may need to be ordered out of the line of fire.

General Controls: Convert

Heroes, Generals, and the Phoenix are the only units that can convert neutral or enemy buildings to your side. This is a particularly useful way to obtain resources. To learn how to convert buildings, you can also play the tutorial.

A Keep of any level can also convert buildings in a wide area around itself. This is a slow process, but is useful for getting resource points at the start of a game. It also allows you to still convert buildings if your hero has been killed early in the battle.

To convert a building with a unit, move the unit next to the desired building, then select Convert in the Control Panel. Your unit stays there until the building is converted. If you are using your Keep to convert, all the buildings in the area that are being converted will be highlighted with a red circle, and your Keep can do nothing else until the process is finished.

You can check on the progress of the conversion by selecting your unit or Keep. The percentage counter is shown in the Display Area. A sound, and a gold sparkle over the building alert you to a successful conversion.

General Controls: Unload

Towers can hold units inside of them. When units are inside, the Unload button activates on the Control Panel.

To place selected units or groups into a tower, just right-click on the tower. The cursor changes into a hand, and the units disappear into the tower. Units in a tower do not use their individual attacks, but improve the tower's combat capabilities. Only four small or medium sized land units can be put into each tower, which have the following effects on the tower:

Basic infantry	+1 Speed	+3 Combat		
Advanced infantry	+2 Speed	+6 Combat		
Basic missile unit			+10 Damage	+1 Range
Advanced missile unit & Spellcasters			+20 Damage	+1 Range
Heroes	+2 Speed	+6 Combat	+20 Damage	+2 Range

Note that the attack type of a tower will be changed if units with a different attack type are placed inside.

To remove units from a tower, select the tower, and click on the small picture of the unit in the control panel, or click Unload from the Control Panel.

Unit Controls: Move

To move a selected unit, you can simply right-click where you want the unit to move on the map, or select Move in the Control Panel, then click where you want the unit to go. Note the cursor changes into a pair of boots to indicate movement. To move a group, do the same as for a single unit. The group moves at the speed of the slowest unit by default. If you want each unit to move as fast as possible, hold down **CTRL** while you click. You can change the default in the "Setup Options" described on page 14.

To move selected units or groups using waypoints, hold down **SHIFT** and right-click points along the path. Waypoints are orders that you can queue up for your units, and can include moving, attacking, converting or building. To insert a waypoint at the beginning of a path, hold down **ALT** and click on a new point.

Unit Controls: Patrol

To assign a unit to patrol in a certain area, select the unit, choose Patrol from the Control Panel, and click on the area to be patrolled. A series of waypoints is automatically generated. You can view and change this path using the method described above. To lay out a complex patrol path made up of multiple points, hold down **SHIFT** while clicking the various locations along the path.

Unit Controls: Guard

This control allows you to designate a unit or building for the selected unit to guard. Select the unit, choose Guard from the Control Panel, and click on a target. The guarding unit will move to its designated assignment, or as close as possible. It will then devote itself to protecting its assigned target, moving with a mobile unit if necessary. Select the guarding unit and choose Stop to countermand the order to guard.

A production building can also be set to guard a unit. This does not mean that the building moves with a mobile unit, but that any unit produced from that building will automatically move to the designated unit and guard it as described above.

Unit Controls: Attitude

Attitude affects the way a unit or hero reacts to the enemy, and is defaulted appropriately for each type of unit. The current attitude icon is shown on the right of the Display Area when the unit is selected. To change a unit's attitude, simply press Attitude on the Control Panel, and click on one of the many states which are described in the pop-up help, and below. You can also set the attitude of a building, and then any unit produced from that building will have that designated attitude.

The full list of attitudes are: Aggressive, Cowardly, Defensive, Fallback, Guardian, Magic Attacker, Magic Defender, Magic Guardian, Rampant, Roaming Guardian, Scout, Stand Ground, Standard.

- The Magic attitudes are useful for any spellcaster units you have, as it allows the unit to assess the situation and casts appropriate spells as necessary, without you having to manage them.
- The Scout attitude is good at the start of a Hidden Map game. You can set this attitude on a weak unit, and it will gradually uncover the map for you.
- Guardian attitudes act like Guard described above.
- The Fallback attitudes order your units out of the line of fire if they are close to death, and are especially good for ensuring the safety of your hero or generals.
- Rampant attitude is useful towards the end of a battle when you are trying to flush out the last of the enemy. Your unit moves randomly around the map, looking for enemies to attack.

Unit Controls: Build Buildings and Build Walls and Towers

Constructing buildings allows you to produce units and upgrade skills. Constructing walls and towers helps you defend your land. Only builder units and heroes are able to build. Building costs one or more resources, depending on your race and the type of



building. To learn how to construct buildings, play the tutorial. For a full list of the buildings for each race, see "Race Dependencies" starting on page 38.

Constructing a Building

Select your unit and select Build Building in the Control Panel. A window pops up with pictures of all the buildings you are able to construct (see screenshot above).

- If a building appears in color with the cost, you are able to build it right now.
- If it appears grayed out with the cost, you do not have enough resources to build it now.
- If it appears grayed out with no cost, you have not met the requirements to build it yet.

Click on an available building, and place it on the desired location on the map. Your unit disappears while building, then reappears and announces when the job is finished. To check the progress of a building, select the building in progress, and look at the percentage counter in the building display area.

Constructing a Wall or Tower

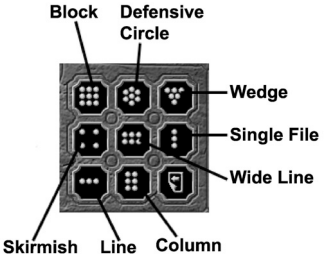
This is the same as constructing a building, however you select the Build Wall or Tower button from the Control Panel. Once you have built a tower, you can place units inside it. Units in a tower do not use their individual attacks, but improve the tower's combat capabilities. To place units in a tower, simply select the desired units and right-click on the tower. The cursor changes into a hand, and the units disappear into the tower. Only four small or medium sized land units can be put into each tower, the effects of which are described under "General Controls: Unload" on page 19.

To stop building or reselect your builder unit at any time, just select the building in progress, and press Stop, or Select Builder on the Control Panel (see "Control Panels" on page 18). If you stop the building partway through, it eventually falls to ruins. Selecting the builder does not stop the building, and is used for queuing up orders (waypoints) to be carried out when finished building.

Unit Controls: Formation

There are eight different ways you can choose to arrange your units on the battlefield. The default arrangement is "Block". If you have two or more units selected, the Formations button becomes active. Clicking on this button displays the actual formations to choose from.

A unit in formation starts with the orientation shown on the button, with missile units kept in the back and melee units defending in front.



Your units automatically assemble in formation in the direction of movement. In other words, if they are moving west, the point of a Wedge formation will be facing west. This can result in an illogical position once they reach their target, for instance with the missile units at the edge instead of the back, click on the Rotate buttons to rotate the orientation of the formation clockwise or counter-clockwise and solve this problem.

Building Controls: Buy Units and Skills

In addition to producing units and researching skills, this button also controls upgrading buildings. When this button is selected, a window appears with pictures of all the units you are able to produce, research, or upgrade.

- If a picture appears in color with the cost, you are able to produce, research, or upgrade that right now.
- If it appears grayed out with the cost, you do not have enough resources to produce, research, or upgrade that right now.
- If it appears grayed out with no cost, you have not met the requirements to produce, research, or upgrade that yet.

Producing a Unit

Click on an available unit to start producing it, and watch the progress on the percentage counter in the building display area. After completion, the unit produced appears near the building, and moves to the rally point if one exists.

To produce multiple units, click on any available unit more than once, or a combination of different units. A queue appears in the building display area, along with the progress percentage counter. The queue only graphically displays the first six units being produced, and a counter at the end for extra units. Alternatively, you can select any one available unit and click the Continuous Production button in the building display area to have that unit produced continuously.

The unit cost is deducted from your resources at the instant that a unit starts production. To remove a unit from the queue, click on it in the queue. To stop production, click Stop in the Control Panel.

Researching a Skill

Most buildings have skills available to upgrade units, improve a hero's abilities, or improve the building itself. The skills available at the building depend on your race. For a full list of the skills available, see page 30.

Select an available skill to start producing it, and watch the progress on the percentage counter in the building display area. A system message alerts you when your research is complete. If the skill is to upgrade or improve a certain type of unit, the research affects all units of that type currently in existence, as well as any new units that are produced. Experience point upgrades only apply to units produced after the upgrade is researched.

Upgrading a Building

Select the upgrade picture. It has a circled number on it, indicating level, and becomes available when resource and other requirements have been met. You can check the progress of the upgrade on the percentage counter in the building display area. A system message alerts you to a successful upgrade.

Building Controls: Set Rally Point

To set a rally point (a point where your produced units gather), select a production building, then right-click where you want the units to appear on the map. Alternatively, you can click Rally Point in the Control Panel, then click on a location on the map. To move a rally point, simply set a new one.

To display a rally point for a building, select the building and hold down **SHIFT** or **ALT**. A dotted line leading to the rally point marker appears.

Building Controls: Repair

To repair a damaged building, select it, and click Repair in the Control Panel. There are two options – fast or slow repairs. Fast repairs cost twice the resources, but are twice the speed of slow repairs. Select one to repair your building, and watch the progress on the percentage counter in the building display area.

The Diplomacy Window



Diplomacy is used to trade resources between sides. It is mainly used for multiplayer games, when you want to give resources to your ally. The "Diplomacy" screen, reached by clicking on Diplomacy (the blue gem) in the Control Panel, allows you to give resources to other sides. Alliances have to be set up on the "Side Selection" Screen before the scenario starts; they cannot be formed once in the scenario. For details on how to set alliances, see "Skirmish" on page 8.

The Game Menu

To bring up the game menu for Warlords Battlecry II, click on the red gem in the Control Panel. A dialogue appears with the following options:

Load Game: Select this to bring up the name and a picture of the saved game, and click Load Game if you wish to load it. This option is not available in multiplay games.

Save Game: Select this to save the current game. An alternative way to save the game is to press **ALT-S**. This option is not available in multiplay games. In singleplay games, only one save game is allowed for each Hero, and this save game is removed at the end of battle. This condition removes the confusion that would occur if a hero had multiple existences in multiple save games.

Pause Game: Select this to pause the game. A message appears. To restart the game, click Pause Game again. An alternative way to pause the game is to press **F12**. This option is not available in multiplay games.

Options: Select this to alter the sound effects and music volumes, scroll rate, gamma correction, and pop-up help to suit your preferences. See "Setup Options" on page 14 for the full range of options available.

Victory Conditions: Select this to review the victory conditions for this scenario. "Victory Conditions" are described on page 11. Victory conditions can be reviewed in game by pressing **ALT-V**.

Resign: Resign from this scenario without saving, and return to the Main Menu.

Quit: Quit the game without saving and exit Warlords Battlecry II entirely.

The Results Screens and the Retinue Screen



At the end of a scenario, either because of victory, defeat or resignation, the Results Screens appear. In the bottom left of either the Victory or Defeat Screens is a paper and magnifying glass icon which takes you to the Combat Results Screens. These show you information about both your hero and your opponent(s) in four categories: Hero, Resources, Units and Buildings.

When you have finished viewing the results, click the hand icon to continue. After you exit the Results Screen, the Retinue Screen usually appears. Here you can add to your retinue high level units and allies that you acquired during the game, and sometimes other random units drawn to your banner by your heroic deeds. For details on this screen, see "Retinue" starting on page 31.

Units

Your units are the bulk of your forces. They are your foot soldiers, and if you nurture them carefully, they can also be your leaders. Each race has different types of units that it can produce or ally with. See "The Bestiary", starting on page 51 for details.

Producing Units

To produce a unit, select a building that is able to produce units, and click Buy Units & Skills in the Control Panel. Click on an available unit to start producing it (see page 23 for more information). When the percentage counter reaches 100%, the unit appears near the building, and moves to the rally point if one has been assigned (see page 24 for more information on rally points).

Army limit

There is a limit on the number of units you can have in a game. The limit is displayed in the top left of the game screen, and is calculated as below:

- Five units for each level of Keep from level one to four.
- Ten units for a level five Keep.
- Two additional units for most other buildings you own (not including walls, or resources buildings).
- An additional number of units equal to your half of the hero's command skill (rounded down).

For example, if you own a level three Palace, four other buildings, one Gold Mine, and have a hero with a command skill of 11, your army limit is 28.

Note that if you own multiple Keeps, the army limits for Keeps apply to only one Keep – the one with the highest level.

You can eliminate your own units or buildings at any time, by selecting them and pressing **CTRL-D**. You may wish to do this if you have exceeded your army limit with too many builders, and need to produce better fighting units instead. If you eliminate units or buildings, no resources are returned to your total, unless you eliminate a mine, in which case resources of the appropriate type are added to your total as if you had pillaged an enemy mine.

Units And Medals

All units, except Heroes and Titans, receive experience points during a scenario for destroying enemy units or buildings. Experience points are calculated as below, and when they reach certain numbers, a medal, representing a level is awarded. Each medal a unit receives increases its attack ability, combat speed, building skill and / or has some other beneficial effect. For details on the levels, see "Hero & Unit Levels" in the "Battlecry II Appendix.chm" documentation included on the Warlords Battlecry II CD.

- 1 point for each enemy unit killed.
- 3 points for each enemy building destroyed.
- 1 point extra for each enemy building destroyed that is able to shoot missiles.
- 5 points, or points equal to the enemy hero's level if higher than five, for each enemy hero killed.

Special Note: Wraiths and Shadows have the Energy Drain skill. This allows them to steal the XP of any unit, including heroes, they kill. Thus, if they kill an enemy unit with 14XP, they get 14XP+1XP for killing the unit.

When a unit has reached third level it becomes available to be saved to your hero's retinue if it lives to the end of a scenario. Special units, such as Generals and Allies, become available to be saved to the retinue at any level of experience.

Generals And Allies

Generals are another powerful unit similar to (but usually weaker than) Heroes. They have a command radius, and the ability to convert buildings. They differ in that they cannot cast spells, carry items, or receive quests. Generals can be produced once you own a level 5 Keep, or they may offer to join you after your hero completes a quest. They can be carried over in your retinue to other scenarios. Generals do not have to be of the same race as either your hero or the side you are playing, but they commonly are. Details of Generals can be found in "The Bestiary" starting on page 51.

Allies are very tough units that offer to join you as a reward for completing a quest, or as a result of a summoning spell. Allies can also be produced like regular units at each of the four Temple buildings that may appear in a scenario. They can be carried over in your retinue to other scenarios. Details of Allies can be found in "The Bestiary" starting on page 51.

Titans

Titans are amongst the toughest units in the game, second only to very high level Heroes. They wreak havoc and destruction wherever they go. They can only be produced later in a battle, after you have a level 5 Keep and lots of resources. Each race can only build one Titan per game, and they take about fifteen minutes to produce, but are well worth the wait. Details on which buildings they are produced at can be seen in "Race Dependencies" starting on page 38.

The death of a Titan is a cataclysmic event, producing storms of ice or fire which damage all units, friend or foe, unlucky enough to be close to the dying Titan.

If you can't wait to produce a Titan, play a skirmish or multiplayer map with the victory condition Battle of the Titans (see page 12 for details), and you will start the scenario with your Titan. You can immediately start waging war, but be wary as you will not be able to produce another Titan in this scenario.

The Titans for each race are:

Humans: Sirian, page 65

Undead: Lord Bane, page 64

Dwarves: King Khalid, page 65

Barbarians: Tempest, page 66

Minotaurs: Skull of Sartek, page 65

Orcs: Gornak Elfeater, page 64

High Elves: King Lunarion, page 65

Wood Elves: Ironbark, page 65

Dark Elves: Kargoth, page 65

Fey: Forestmaster, page 64

Daemons: Balora, page 64

Dark Dwarves: Grond, page 65

Researching Skills

Most buildings have skills available to upgrade units. The skills available at the building depend on your race. For a full list of the skills available, see page 30.

To research a skill, select a building and click Buy Units & Skills in the Control Panel. Click on an available skill to start researching it (see page 23 for more information). A system message alerts you when your research is complete. If the skill is to upgrade or improve a certain type of unit, the research affects all units of that type currently in existence, as well as any new units that are produced.

HEROES

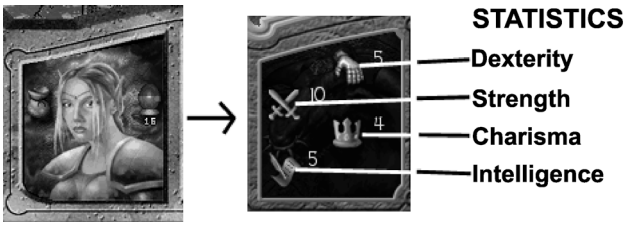
Heroes are very powerful units, who are able to carry items, convert buildings, cast spells, and receive quests. Heroes cannot be produced like regular units, nor do they offer to join your side during a game. Heroes do not have to be of the same race as the units they lead into battle, but gain bonuses if they are. For details on the bonuses and penalties, see "Hero-Side Race Bonuses" in the "Battlecry II Appendix.chm" documentation included on the WARLORDS BATTLECRY II CD.

A hero cannot be killed permanently. That is, they may be mortally wounded in one scenario, but always makes a full recovery in time for the next battle (unless they are an **Ironman** Hero, in which case once they die, they are gone forever).

Statistics And Skills

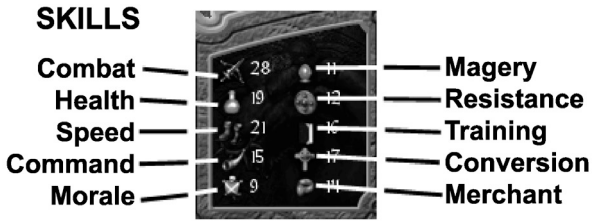
A hero has four statistics: strength, intelligence, dexterity, and charisma. These statistics are used to calculate the hero's ten skills. Initially these statistics and skills are determined by the hero's race, and cannot be altered. To see a hero's statistics from within the game, right-click once on the hero picture in the bottom Control Panel. To see a hero's skills, right-click twice on the hero picture.

When a hero reaches levels 2 and 3, statistics and skills increase depending on which profession and speciality is chosen. At level 4 or higher, a hero can choose to spend their ability points on increasing one or more of these statistics or skills. For example, Horus the Human reaches level 2, and chooses to be a Warrior. His strength increases by 1, from 5 to 6. When he reaches level 3, he chooses to be a Ranger, and his intelligence increases by 1, from 5 to 6 also. For the hero's racial statistics, see the WARLORDS BATTLECRY II fold-out card.



Statistics

- Strength (ST) - Physical prowess and health.
- Intelligence (IQ) - Knowledge and ability to learn magic.
- Dexterity (DX) - Speed and agility.
- Charisma (CH) - Personality and leadership skills.

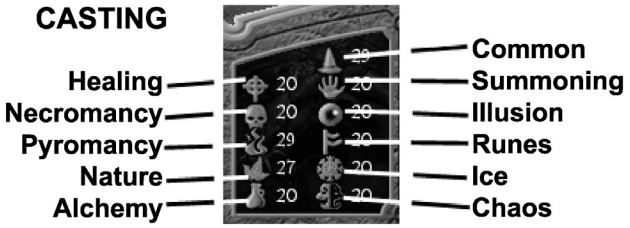


Skills

- Combat (ST+ST) - Melee combat skill.
- Health (ST+DX) - Hit points and regeneration.
- Speed (DX+DX) - Movement speed.
- Command (IQ+CH) - Number of units and command radius.
- Morale (DX+CH) - Increase strength and speed of units.
- Magery (IQ+IQ) - Spell casting and mana.
- Resistance (IQ+DX) - Resist psychological effects.
- Training (ST+IQ) - Learning, train others.
- Conversion (ST+CH) - Convert buildings.
- Merchant (CH+CH) - Discounts on purchases.

Casting Skill

If a hero is a spellcaster (generally only a Wizard or Priest) they have a casting skill in one or more of the eleven spheres of magic. To see a hero's casting skills from within the game, right-click three times on the hero picture in the bottom Control Panel. For more information on the spheres of magic, see "Spells" on page 36.



Heroes And Levels

Heroes are awarded experience points at the end of every scenario, be it campaign, skirmish, or multiplayer, which allow them to gain levels. Heroes do not have to win the scenario to be awarded experience points, but the number of points is higher if they do claim victory. Heroes are also awarded more experience points if they survive the battle, play on larger map sizes, play with hidden map on, battle many enemies or tougher opponents.

Heroes do not get medals like other units, but are awarded ability points when they gain levels. For details on the number of experience points needed, and ability points awarded, see "Hero & Unit Levels" in the "Battlecry II Appendix.chm" documentation included on the Warlords Battlecry II CD and foldout card.

When heroes reach level 2, they can choose one of four professions. When they reach level 3, they can choose one of twenty different specialities. These are detailed in the following table:

Profession	***Speciality***
Warrior	Barbarian, Deathknight, Fighter, Ranger
Wizard	Alchemist, Archmage, Icemage, Illusionist, Necromancer, Pyromancer, Summoner
Rogue	Assassin, Bard, Merchant, Thief
Priest	Druid, Healer, Paladin, Runemaster, Shaman

When heroes reach level 4, they begin to gain ability points. They can choose to spend their ability points either on special abilities, statistics, skills, or spells. The special abilities available depend upon the hero's race and speciality, and are listed on the Warlords Battlecry II foldout card.

Any ability points that are not spent carry over, and may be spent the next time the hero gains a level.

Command Radius

A command radius is an area of effect around heroes, which gives bonuses to friendly units. Some spell effects are limited to the hero's command radius, so attacking spells only cause harm to enemy units within this radius. The actual size of the ring can be viewed on the screen by pressing the **R** key. The size of the command radius depends on the hero's command skill.

Retinue

Your retinue consists of Generals, Allies, and high-level units that can be carried over to another scenario. The number of units you are able to have in your retinue depends on the command skill of your hero. For the exact retinue limits, see

"Command" in the "Battlecry II Appendix.chm" documentation included on the WARLORDS BATTLECRY II CD. If a scenario you play allows the players to start with units (see "Unit Setup Points" on page 11, a version of the Retinue Screen appears before the game begins. From this screen you can select members of your retinue and basic units for your race to start the skirmish with.



At the completion of a scenario, after the Results Screen, the Retinue Screen always appears, provided that your hero can have a retinue, and that units remain alive to fill spaces in it. On the Retinue Screen you are given the option to include one or more new units in your retinue. Any regular units who have two or more medals, any Generals you have built, and any Allies that have joined you, are eligible for your retinue. Sometimes Allies will appear randomly at the end of a skirmish, having been drawn to your hero by tales of his virtuous or dastardly deeds. The available recruits appear on the left side of the screen, while units already in your retinue are on the right.

To add a unit to your retinue, left-click on it, then drag the unit over to an empty square in your retinue, left-click on it. If there are no empty squares, you can click on a unit in your retinue and replace it with the new one.

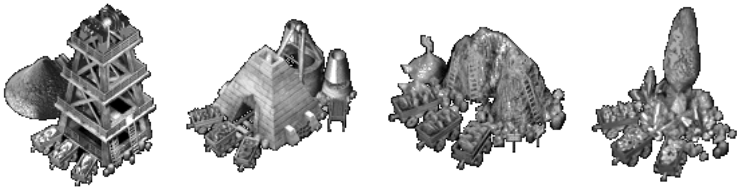
Any unit from your retinue that is killed in battle is placed in the graveyard. You can visit the graveyard from the "Retinue" Screen via the Graveyard button. The strongest unit who has fought in your retinue is displayed prominently in a position of honor.

You can give an individual unit in your retinue a specific name, simply left-click on their current name and then type over it.

ADDITIONAL GAMEPLAY INFORMATION

Resources

There are four resources in the game: Gold, Metal, Stone, and Crystal, which are needed for building and unit production. These resources are produced at the resource buildings: Gold mines, Ore mines, Quarries and Crystal mines, which are found at set locations on the map. Each mine can be level 1, 2 or 3. The higher the level, the more resources it has, and the faster it will give them to you. Resources can also be given as a reward for completing a quest.



You cannot build any more resource buildings during the game, only convert them. Resource collection is automatic once you own a resource building. You do not need to send units out to collect resources, but you can boost your resource collection by placing basic builder units in your mines. You can also gain a one time boost in resources by razing a mine, or locating resource carts, described under "Items" on page 35.

Putting Units to Work

You can increase the productivity of your mines by stocking them with workers. For every builder unit you place into a mine, you get +1 to that resource every five seconds. Up to eight units can be put into each mine, but only certain units are eligible, described in "The Bestiary" on page 51.

To place a builder unit into a mine, select the unit, and move the cursor over a mine. The cursor changes into a hand; right-click on the mine, and the unit disappears into it. In the Control Panel, to the left of the building display area, there is a unit counter. Once a unit is placed in a mine, it is not available for selection again, and is eliminated if the mine is converted or destroyed.

Stockpiling Resources

In order to build some of the more powerful buildings and units, and to research high-level spells, you will need a sizeable number of resources. Your resource totals are displayed in the top right corner of the game screen, showing from left to right: Gold, Metal, Stone, and Crystal stockpiles. As you receive more resources and spend them, you will see these values increase and decrease.

The maximum number of resources you can stockpile is 500 of each resource plus 500 for each level of the highest level Keep you own. For example, if you own a level four Keep, you can have 2,500 of each of the four resources.

Defense Buildings

Each race can build their own towers, walls or ramparts for defence. To build any of these, select the Build Wall or Tower button from the Control Panel. See page 21 for more details.

Guardians are also defense buildings, but cannot be built. They are summoned by Alchemists, or placed by the creator of the map in the Editor. The Guardians – Clay, Stone and Iron, range from weakest to strongest and shoot bolts of energy.



The Wall of Thorns and Wall of Ice are basic wall sections that can only be summoned by magic.

Summoned Buildings

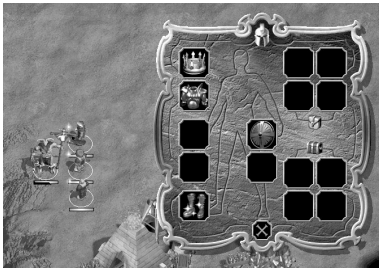


Two buildings only appear on the map temporarily, as they are summoned by a spell. The Black Portal is summoned by Necromancers to aid in many necromantic spells, such as the summoning of Undead. The Circle of Power is created by Summoners to aid in many of their spells, such as the summoning of creatures.

Animals

Cows, sheep, camels, geese and penguins can be present on any game map. While they are harmless creatures, they have their uses. For example, cows can be hurtled by Catapults, and cause greater damage than usual ammunition. Sheep can be thrown by Trolls, also wreaking a large amount of havoc. In addition, all Minotaur units feed on animals to obtain healing, often raising sheep in Pens specifically for this purpose.

Items



Items can be found at various locations on the map, or given as a reward for completing a quest. Resource items look like carts, with gold, metal, stone or crystal inside. Special items appear in a treasure chest.

To pick up a resource item, simply move your hero next to the cart, and the resource is automatically added to your total.

To pick up a special item, move your hero next to the chest, and the hero's Inventory Screen appears automatically. The name of the item, along with its effects when in use are displayed in the bottom left of the Inventory Screen. Click on an item in the chest, then click on any green highlighted square on your hero's outline to equip it, or place it in your backpack. Note that while you can carry several similar items, such as two helmets and a crown, your hero can only have one equipped at a time. Your hero does not get the benefits of an item unless it is equipped. If a hero is killed, you keep all the equipped items, but any items in the backpack are lost, and appear on the map in a treasure chest.

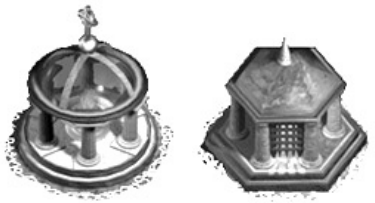
There are also eight sets of ancient artifacts, which when equipped give the hero a special power. They can occasionally be found in treasure chests on a skirmish map, or are given as rewards for Duels in the campaign. There are three items in each set, and they are easily identified by the gold sparkles on them.

At any time in the game, you can view your hero's inventory by clicking on the pouch on the left of the hero portrait, or pressing the **I** key. You can close the inventory by pressing the same key.



Quests

Quests are special missions performed by heroes in order to gain Allies and other rewards. Only heroes can receive quests from the two special buildings – Mausoleum and Shrine.



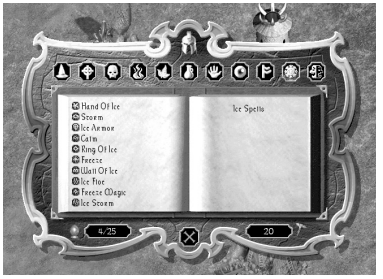
To receive a quest, select your hero, and move the cursor over one of the special buildings until it changes into a key. Right-click on the building, and when the hero reaches it, a Dialogue Screen with the quest appears automatically. You have the choice to accept or decline the quest. If you decline this quest, another quest does not become available to you at this building for about five minutes.

If you accept this quest, a grail (cup) appears on your Hero Portrait. You generally have about five minutes (300 seconds) to complete the quest and return to the same building from which you got the quest to receive the reward. The exact time remaining to complete an accepted quest is shown, in seconds, as a counter next to the grail in the center of the hero portrait. When this counter reaches zero, the quest expires.

If you want to check on the requirements for the quest, click on the grail, or press the **Q** key.

Spells

In Warlords Battlecry II, heroes, and some units, have the ability to cast spells. Only heroes have a spellbook and the ability to learn new spells. A hero's mana points are indicated in the Control Panel, below the small blue orb on the right of the hero picture. Left-clicking on this orb, clicking on the Spellbook button in the Control Panel, or pressing the **S** key, brings up the spellbook.



Run the cursor over a spell name to see a description of its effects on the right side of your spellbook. To cast a spell, simply click on it.

Each spell has a casting cost associated with it. This is deducted from the caster's mana points each time the spell is cast, no matter if the outcome is a success or failure. If the caster does not have enough mana points, the spell cannot be cast. Mana points regenerate over time, at a speed which depends upon the caster's magery skill level. Spells you cannot cast because you don't have enough mana are grayed out in the spellbook.

Spheres of Magic

There are ten spheres of magic that can be studied, each of which has ten spells. There are four Level 1 spells, three Level 2 spells, two Level 3 spells, and one very rare Level 4 spell. The spells must be learned in level order. There are also three common spells, which are automatically known by every spellcaster. Most spellcasters specialize in one or two spheres.

A level 1 hero generally cannot cast spells. When a hero reaches level 2, and chooses a profession of either Wizard or Priest, they automatically learn the three common spells. At level 3, the hero chooses a speciality, and automatically learns the first level 1 spell from that sphere of magic. Any further spells must be bought with ability points when the hero reaches level 4 and above.

For detailed descriptions and costs of all the spells, see the "Battlecry II Spells.chm" documentation included on the Warlords Battlecry II CD.

Sphere of Magic	*Description*
Common	Very basic protection, attack & command spells.
Healing	Healing, resurrection, protection from poison/disease.
Necromancy	Raise undead, drain hit points.
Pyromancy	Fire spells – damage & protection.
Nature	Lightning, animal summoning.
Alchemy	Create items and potions, engineering.
Summoning	Summon extra-planar creatures, teleport.
Illusion	Invisibility, alteration.
Runes	Stone spells & item creation.
Ice	Ice spells – damage & protection.
Chaos	Strange random effects, mana & health drain.

Spell Effects and Weather

From time to time, your units may be negatively affected by other units. The weather can have a negative or positive effect on your units' combat ability.

Psychological Effects, Poison & Disease

These effects are caused naturally by some units, or by heroes casting spells. For example, Slayer Knights cause Chaos. There are six effects, as described below. For details on each race's vulnerability and resistance to these effects, see page 39.

Effect	*Effect on Enemy Units*	*Duration*
Awe	Half speed & loss of any ranged attack	30 sec.
Fear	Half damage & -4 to speed	45 sec.
Terror	Run away from enemies, & -2 to speed	15 sec.
Chaos	No positive bonuses apply, & armor is reduced to zero	30 sec.
Poison	Hit points degenerate to one-eighth of maximum	10 min.
Disease	No hit point regeneration, combat and speed degenerate to one	10 min.

Weather Effects

Changes in weather conditions affect a unit's combat skill. A table with the bonuses and penalties to each race's combat skill in each of the four weather conditions is in the "Battlecry II Appendix.chm" documentation included on the WARLORDS BATTLECRY II CD. For example, after looking at the table, if you are Human, you really do not want to fight the Undead on a stormy night!

By default, the weather conditions are fine and daytime. Spells cast by heroes, some units, or particular buildings can alter these conditions. The effects of the spell only last a certain time, then the weather changes back to fine daytime. You can have random weather effects by turning on this option under the More Options button on the Side Selection Screen, see page 10 for details.

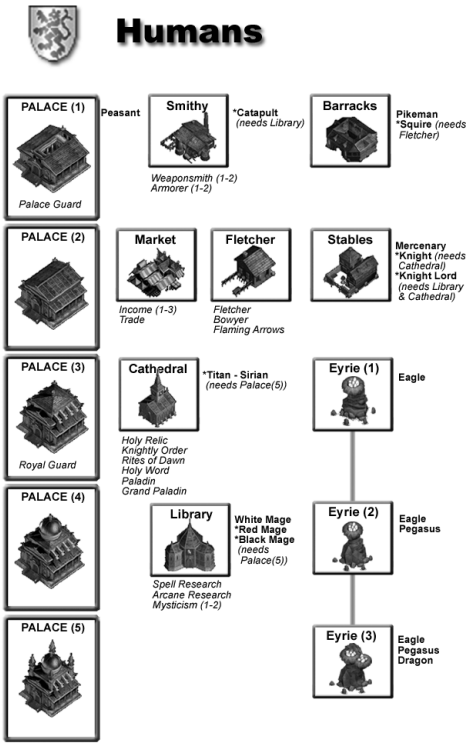
RACE DEPENDENCIES

Each race has its own strengths and weaknesses, buildings they can construct and units they can produce. The following pages give general descriptions of each race, tips for playing, and a building dependency diagram showing all buildings, units and skills of that race. For detailed descriptions of each unit, see "The Bestiary" starting on page 51.

Humans

Humans are a good all round side. They have a selection of good infantry, archers and cavalry all available fairly early in a battle. A peculiarity of the Human side is that they have three Generals – a Red Mage, a White Mage, and a Black Mage. The race has no specific weakness, but no outstanding strength either. Humans require lots of gold and metal for unit production, and stone for buildings, but do not have much need for crystal.

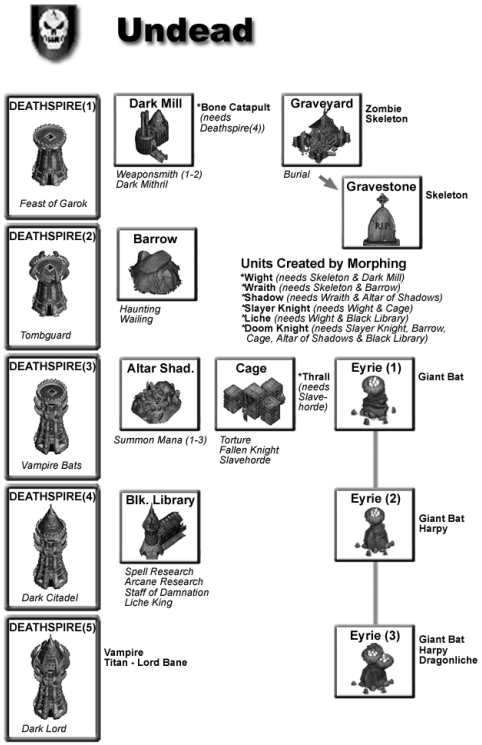
For tips on playing the Human race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Undead

Undead are a unique race in that they cannot produce many units from buildings in the normal way. Most of their stronger units are created by transforming lesser units. Undead are slow, not having any cavalry, but strong, and are immune to all psychological effects. They are quite resistant to most forms of attack, but are vulnerable to crushing weapons. Undead primarily require metal and crystal.

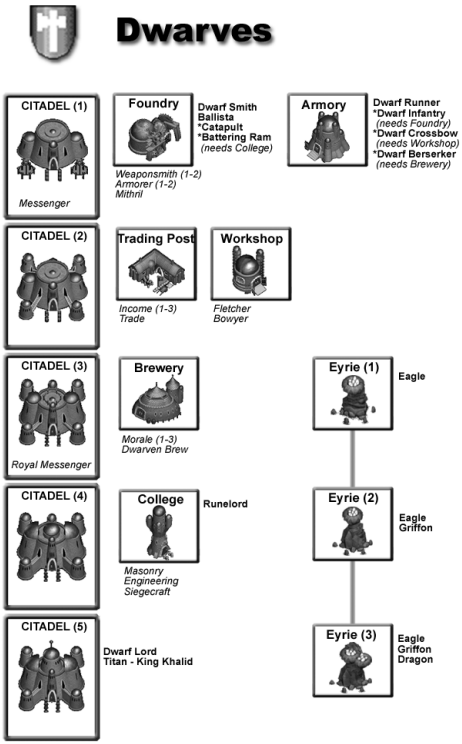
For tips on playing the Undead race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Dwarves

Dwarves are a tough and hardy race, with plenty of hit points. They are highly resistant to magic. They are slow, not having any cavalry, but are very good at building. The defensive structures of the Dwarves are the best available, as are the siege weapons. Dwarves require lots of gold and metal for unit production, and stone for buildings.

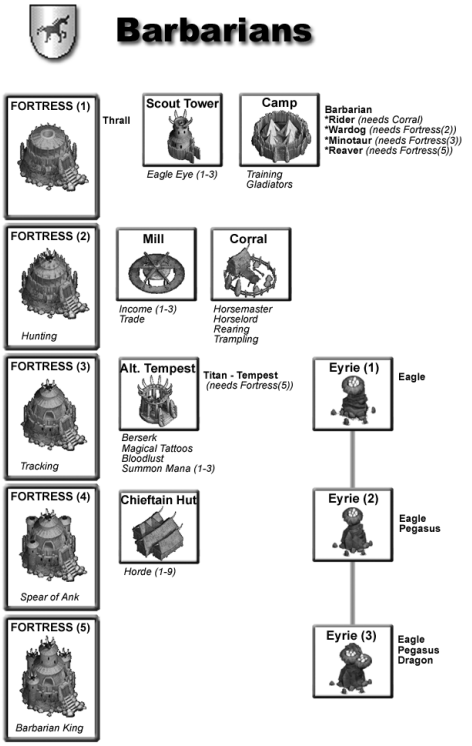
For tips on playing the Dwarves race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Barbarians

Barbarians are a fierce, but limited, warrior race.
They have a poor selection of units, although they are quick to produce, and quite upgradeable. Their units are very fast, with fairly high combat skills, but with very poor armor. Barbarians require metal for unit production and stone for buildings.

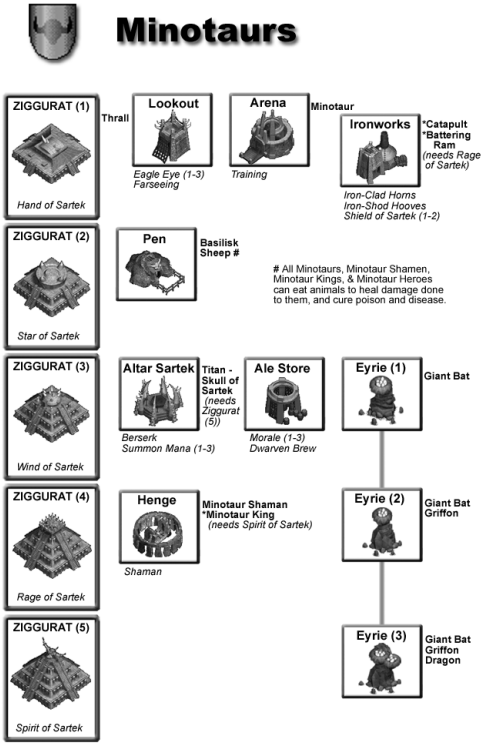
For tips on playing the Barbarians race, see the electronic documentation included on this CD titled “Battlecry II Appendix.chm”.



Minotaurs

Minotaurs have the smallest selection of units of any race, but those units are also the most upgradeable. The few units that they do have are very strong, can cause a lot of damage, and have a lot of hit points. Minotaurs require metal for unit production and stone for buildings.

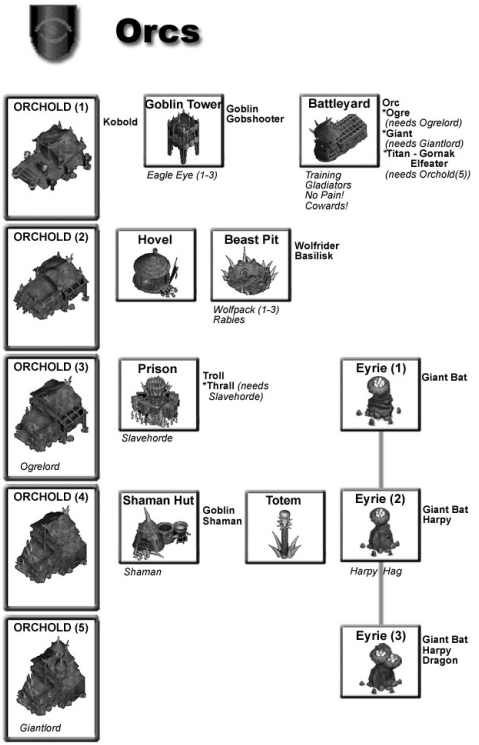
For tips on playing the Minotaurs race, see the electronic documentation included on this CD titled “Battlecry II Appendix.chm”.



Orcs

Orcs have a wide variety of units, half of which are disease and poison carriers. They are quite fast to produce, and reasonably strong early in the game. Orcs do not have many upgrades. They have poor defense against attacks from the air. Orcs primarily require stone, and a little metal.

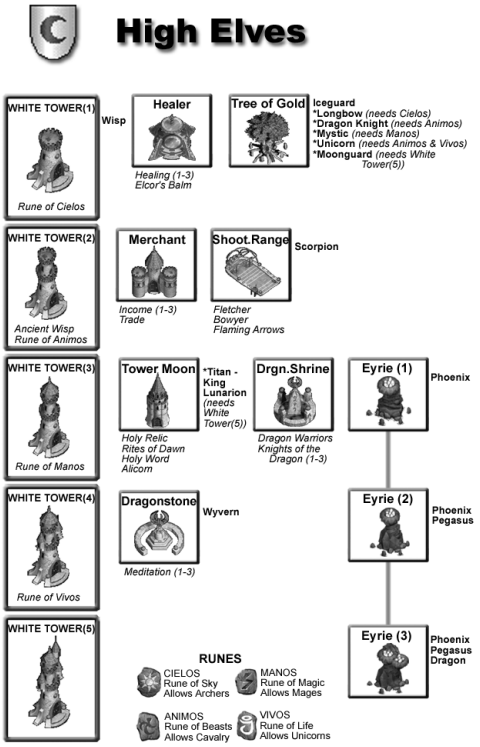
For tips on playing the Orcs race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



High Elves

High Elves are a proud and noble race. They are very fast, have good scouting abilities, and high combat skills, but not many hit points. Their cavalry are amongst the best in the game. High Elves require metal and crystal.

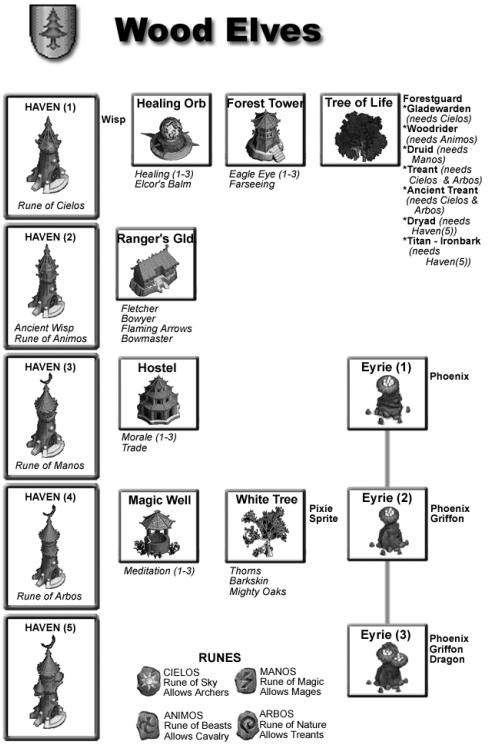
For tips on playing the High Elves race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Wood Elves

Wood Elves are nature lovers. They are very fast, have good scouting abilities, but not many hit points. They are extremely weak in melee combat, but their archers are the best missile units in the game. Wood Elves require gold and crystal.

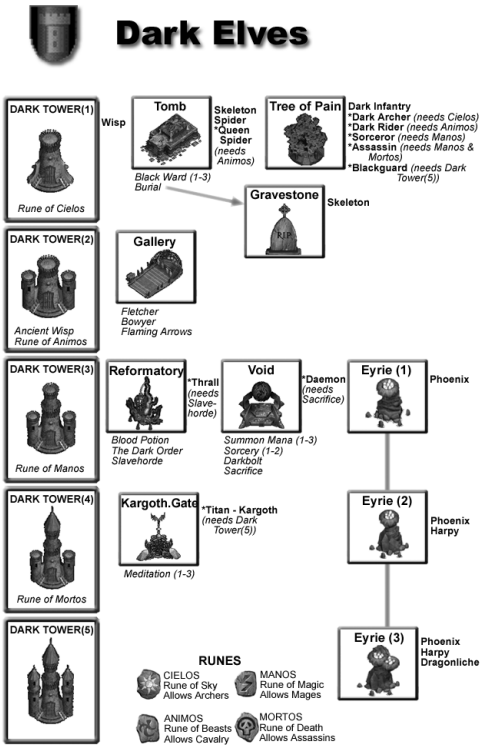
For tips on playing the Wood Elves race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Dark Elves

Dark Elves are an evil and sinister race. They are very fast, have good scouting abilities, and fairly high combat skills, but not many hit points. They have very powerful Mages, who have many upgrades. Dark Elves require stone and crystal.

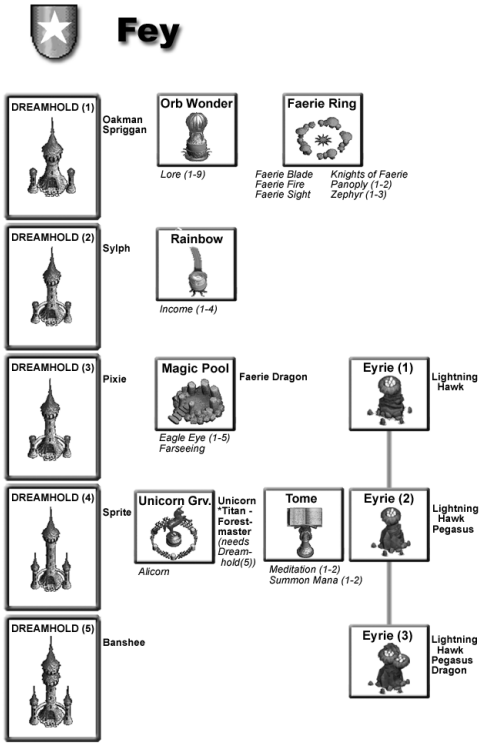
For tips on playing the Dark Elves race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



Fey

The Fey are a race of faerie and woodland creatures. They may seem small and harmless, but when angered they will attack in large numbers and can be fast, cruel and deadly. Fey require mainly crystal.

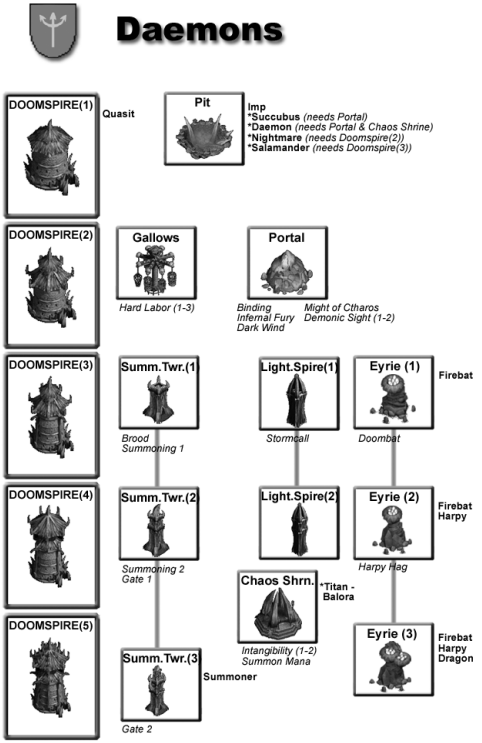
For tips on playing the Fey race, see the electronic documentation included on this CD titled “Battlecry II Appendix.chm”.



Daemons

Daemons are an evil race with many powerful flying units. They are slow to build at the start of a game, but once established, their units have powerful summoning abilities. They can create hordes of units by summoning and opening portals for lesser Daemons, with only a mana cost. Daemons require all four resources.

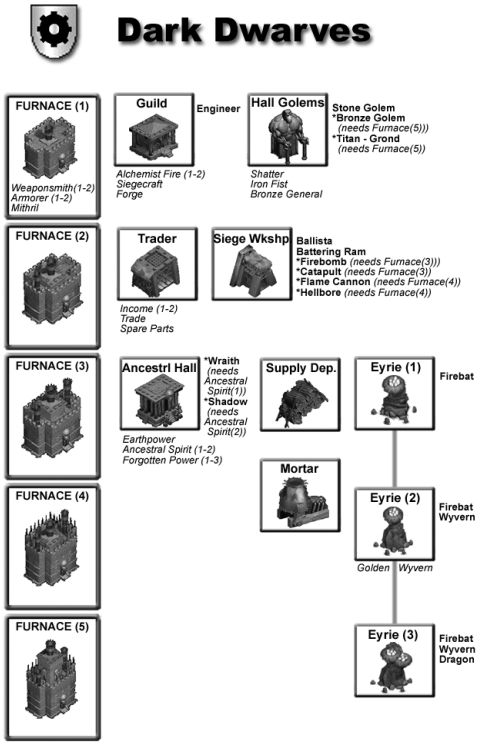
For tips on playing the Daemons race, see the electronic documentation included on this CD titled “Battlecry II Appendix.chm”.



Dark Dwarves

Dark Dwarves have been corrupted by the forces of chaos. They are too cowardly to enter battle themselves, but build large golems and siege weapons to hassle the enemy from afar. They are a race of engineers with strong defenses. Dark Dwarves require mainly gold.

For tips on playing the Dark Dwarves race, see the electronic documentation included on this CD titled "Battlecry II Appendix.chm".



THE BESTIARY

The following list contains all units in WARLORDS BATTLECRY II in alphabetical order. It shows general ratings and special abilities, and for more exact statistics on all units, see the "Battlecry II Units.chm" documentation included on the WARLORDS BATTLECRY II CD. For details on which buildings the units can be produced from, see the "Race Dependencies" starting on page 38.

Archon



Combat: Excellent ***Speed:*** Fast
Armor: Good, but excellent against fire and magic
Attack: Melee fire attack to both ground & air units
Special Ability: Causes Awe. Does double damage to all evil units.

Assassin



Combat: Very Good ***Speed:*** Very Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: Poisons, and has a 4% chance of assassinating enemies.

Ballista



Combat: Good ***Speed:*** Very Slow
Armor: Good, except poor against fire
Attack: Extremely long-range piercing attack to ground units only
Special Ability: Does carry-through damage.

Banshee



Combat: Very Good ***Speed:*** Average
Armor: Very Good
Attack: Close-range magic attack to both ground and air units
Special Ability: Converts buildings. Attacks multiple enemies at once. Casts *Scare* spell.

Barbarian



Combat: Average ***Speed:*** Average
Armor: Average
Attack: Middle-range piercing attack to both ground and air units
Special Ability: Spears do carry-through damage.

Basilisk



Combat: Average ***Speed:*** Slow
Armor: Excellent
Attack: Middle-range magic attack to both ground and air units
Special Ability: Turns enemy units to 100 stone.

Bat, Giant



Combat: Poor ***Speed:*** Fast
Armor: Average
Attack: Melee piercing attack to air units only
Special Ability: Is only worth 1/2 army point.

Battering Ram



Combat: Good ***Speed:*** Very Slow
Armor: Good, but poor against fire and magic
Attack: Melee crushing attack to ground units only
Special Ability: Does quadruple damage to buildings.

Blackguard



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Melee slashing attack to ground units only
Special Ability: Converts buildings. Casts *Invisibility* spell.

Black Mage



Combat: Very Good ***Speed:*** Average
Armor: Average, but excellent against magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: Converts buildings. Casts *Hand of Ice* and *Drain Mana* spells. Gains 5 mana for each enemy unit killed.

Bone Catapult



Combat: Good ***Speed:*** Very Slow
Armor: Very good, but poor against crushing attacks
Attack: Extremely long-range crushing attack to ground units only
Special Ability: Causes splash damage.

Bronze Golem



Combat: Very Good ***Speed:*** Slow
Armor: Excellent
Attack: Melee crushing attack to both ground and air units
Special Ability: Converts buildings. Collects resources from razed buildings.

Catapult



Combat: Good ***Speed:*** Very Slow
Armor: Very good, except poor against fire and magic
Attack: Extremely long-range crushing attack to ground units only
Special Ability: Causes splash damage. Can pick up and throw cows.

Daemon



Combat: Very Good ***Speed:*** Fast
Armor: Good, but excellent against fire and magic
Attack: Melee slashing attack to both ground and air units
Special Ability: Causes Chaos. Does double damage to all good units. Summons Imps. Can devour Souls to gain mana.

Dark Archer



Combat: Average ***Speed:*** Fast
Armor: Good, but excellent against magic
Attack: Long-range piercing attack to both ground and air units
Special Ability: Fires poison arrows.

Dark Infantry



Combat: Average ***Speed:*** Average
Armor: Good, but excellent against magic
Attack: Melee piercing attack to ground units only
Special Ability: None

Dark Rider



Combat: Good ***Speed:*** Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: None

Doomknight



Combat: Very Good ***Speed:*** Slow
Armor: Extreme
Attack: Melee slashing attack to both ground and air units
Special Ability: None

Dragon



Combat: Extreme ***Speed:*** Fast
Armor: Excellent – but slightly vulnerable to piercing
Attack: Close-range fire attack to both ground and air units
Special Ability: Causes Terror. Does splash damage.

Dragonliche



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Close-range fire attack to both ground and air units
Special Ability: Causes Terror. Does splash damage.

Dragon Knight



Combat: Very Good ***Speed:*** Very Fast
Armor: Very good, but extreme against fire
Attack: Melee slashing attack to both ground and air units
Special Ability: None

Druid



Combat: Good ***Speed:*** Fast
Armor: Average, but excellent against magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: Casts *Lightning* and *Light/Darkness* spells.

Dryad



Combat: Very Good ***Speed:*** Very Fast
Armor: Average, but excellent against magic
Attack: Close-range magic attack to both ground and air units
Special Ability: Converts buildings 25% faster.

Dwarf Berserker



Combat: Very Good ***Speed:*** Very Slow
Armor: Excellent, but average against fire
Attack: Melee slashing attack to ground units only
Special Ability: None

Dwarf Crossbow



Combat: Average ***Speed:*** Slow
Armor: Average, but excellent against magic
Attack: Long-range piercing attack to both ground and air units
Special Ability: None

Dwarf Infantry



Combat: Average ***Speed:*** Slow
Armor: Good, but excellent against magic
Attack: Melee slashing attack to ground units only
Special Ability: Does triple damage to Elves.

Dwarf Lord



Combat: Excellent ***Speed:*** Slow
Armor: Very good, but excellent against magic
Attack: Melee slashing attack to ground units only
Special Ability: Converts buildings. Resistant to missiles. Does double damage to buildings.

Dwarf Runner



Combat: Poor ***Speed:*** Good
Armor: Average, but excellent against magic
Attack: Melee crushing attack to ground units only
Special Ability: Resistant to missiles.

Dwarf Smith



Combat: Poor ***Speed:*** Average
Armor: Average, but excellent against magic
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Counts for 2 men when put into mines.

Eagle



Combat: Average ***Speed:*** Fast
Armor: Average
Attack: Melee slashing attack to air units only
Special Ability: Builds buildings.

Elemental, Air



Combat: Very Good ***Speed:*** Very Fast
Armor: Very Good
Attack: Melee crushing attack to both groun and air units
Special Ability: Causes Fear.

Elemental, Earth



Combat: Excellent ***Speed:*** Very Slow
Armor: Excellent
Attack: Melee crushing attack to ground units only
Special Ability: Causes Fear. Quadruple damage to buildings.

Elemental, Fire



Combat: Very Good ***Speed:*** Average
Armor: Good, but excellent against fire and magic
Attack: Long-range fire attack to both ground and air units
Special Ability: Causes Fear. Can set enemy units alight.

Elemental, Water



Combat: Very Good ***Speed:*** Slow
Armor: Excellent, but average against fireand magic
Attack: Short-range magic attack to both ground and air units
Special Ability: Causes Fear.

Elven Hunter



Combat: Very Good ***Speed:*** Very Fast
Armor: Good
Attack: Middle-range piercing attack to both ground and air units
Special Ability: Unlockable in campaign only.

Engineer



Combat: Poor ***Speed:*** Slow
Armor: Good, but excellent against magic
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Counts for 2 men when put into mines. Casts *Earthpower.*

Eye of Oros



Combat: Cannot Fight ***Speed:*** Extreme
Armor: Excellent
Attack: None
Special Ability: Extra-long viewing range

Faerie Dragon



Combat: Average ***Speed:*** Fast
Armor: Good, but very good against fire and magic
Attack: Middle-range fire attack to both ground and air units
Special Ability: None

Firebat



Combat: Poor ***Speed:*** Fast
Armor: Average, but excellent against fire
Attack: Melee fire attack to air units only
Special Ability: None

Firebomb



Combat: Average ***Speed:*** Fast
Armor: Good
Attack: Melee fire attack to both ground and air units
Special Ability: Explodes when attacking or when attacked.

Flamecannon



Combat: Very Good ***Speed:*** Very Slow
Armor: Very Good
Attack: Very long range fire attack to ground units only
Special Ability: None

Forestguard



Combat: Poor ***Speed:*** Average
Armor: Good
Attack: Melee piercing attack to ground units only
Special Ability: None

Giant



Combat: Excellent ***Speed:*** Average
Armor: Very Good
Attack: Melee crushing attack to both ground and air units
Special Ability: Converts buildings. Causes Fear. Does splash damage.

Gladewarden



Combat: Average ***Speed:*** Average
Armor: Average, but very good against magic
Attack: Long-range piercing attack to both ground and air units
Special Ability: None

Goblin



Combat: Poor ***Speed:*** Fast
Armor: Good, but average against fire and magic
Attack: Melee crushing attack to ground units only
Special Ability: Causes Disease.

Goblin Shaman



Combat: Very Good ***Speed:*** Fast
Armor: Good, but excellent against magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: Casts *Lightning*, *Berserker* and *Light/Darkness* spells.

Gobshooter



Combat: Good ***Speed:*** Very Slow
Armor: Very good, but average against fire
Attack: Long-range crushing attack to ground units only
Special Ability: Does splash damage. Chance of Goblin surviving.

Griffon



Combat: Good ***Speed:*** Fast
Armor: Good
Attack: Melee slashing attack to both ground and air units
Special Ability: None

Halberdier



Combat: Good ***Speed:*** Average
Armor: Very Good
Attack: Melee slashing attack to ground units only
Special Ability: Unlockable in campaign only. Does triple damage to cavalry.

Harpy



Combat: Average ***Speed:*** Average
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: Poison. Casts *Drain Mana* spell.

Hellbore



Combat: Good ***Speed:*** Slow
Armor: Excellent, but average against crushing
Attack: Very long range magic attack to both ground and air units
Special Ability: None

Iceguard



Combat: Average ***Speed:*** Fast
Armor: Very good, and excellent against fire and magic
Attack: Melee piercing attack to ground units only
Special Ability: None

Imp



Combat: Good ***Speed:*** Fast
Armor: Poor, but excellent against fire and magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: None

Knight



Combat: Very Good ***Speed:*** Very Fast
Armor: Very good, but average against magic
Attack: Melee slashing attack to ground units only
Special Ability: None

Knightlord



Combat: Excellent ***Speed***: Very Fast
Armor: Excellent, but average against magic
Attack: Melee slashing attack to ground units only
Special Ability: Each Knight Lords adds +1 to the hero's Morale skill.

Kobold



Combat: Poor ***Speed:*** Average
Armor: Average, but very good against crushing
Attack: Melee slashing attack to ground units only
Special Ability: Poisons. Builds buildings. Can be put into mines.

Kobold Sniper



Combat: Average ***Speed:*** Average
Armor: Average, but very good against crushing
Attack: Very long range piercing attack to both ground and air units
Special Ability: Unlockable in campaign only.

Liche



Combat: Very Good ***Speed:*** Average
Armor: Very good, but only average against crushing
Attack: Middle-range fire attack to both ground and air units
Special Ability: None

Lightning Hawk



Combat: Average ***Speed:*** Fast
Armor: Average, but good against magic
Attack: Close-range magic attack to ground units only
Special Ability: None

Longbow



Combat: Average ***Speed:*** Fast
Armor: Good
Attack: Long-range piercing attack to both ground and air units
Special Ability: None

Mercenary



Combat: Good ***Speed:*** Very Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: None

Minotaur



Combat: Good ***Speed:*** Average
Armor: Average
Attack: Melee crushing attack to ground units only
Special Ability: Can be upgraded to missile unit. Eats animals to heal & cure.

Minotaur King



Combat: Excellent ***Speed:*** Fast
Armor: Good, but excellent against magic
Attack: Melee slashing attack to both ground and air units
Special Ability: Causes Fear. Converts buildings. Ignores enemy armor. Eats animals to heal & cure.

Minotaur Shaman



Combat: Very Good ***Speed:*** Fast
Armor: Good, but excellent against fire and magic
Attack: Middle-range fire attack to both ground and air units
Special Ability: Casts *Berserker, Pillar of Fire* and *Ring of Fire* spells. Eats animals to heal & cure.

Moonguard



Combat: Excellent ***Speed:*** Fast
Armor: Very good, but average against fire
Attack: Long-range piercing attack to both ground and air units
Special Ability: Converts buildings. Can fire multiple arrows.

Mystic



Combat: Good ***Speed:*** Average
Armor: Good
Attack: Middle-range magic attack to both ground and air units
Special Ability: Casts *White Ward* and *Ring of Ice* spells.

Nightmare



Combat: Good ***Speed:*** Very Fast
Armor: Very good, but excellent against fire and magic
Attack: Melee crushing attack to ground units only
Special Ability: None

Oakman



Combat: Poor ***Speed:*** Slow
Armor: Average, but excellent against piercing and magic
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Can be put into mines.

Ogre



Combat: Good ***Speed:*** Average
Armor: Very Good
Attack: Melee crushing attack to both ground and air units
Special Ability: None

Orc



Combat: Average ***Speed:*** Average
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: None

Peasant



Combat: Poor ***Speed:*** Average
Armor: Average
Attack: Melee piercing attack to ground units only
Special Ability: Builds buildings. Can be put into mines. Only costs 1/4 of an Army Point.

Pegasus



Combat: Good ***Speed:*** Very Fast
Armor: Good
Attack: Melee crushing attack to both ground and air units
Special Ability: None

Phoenix



Combat: Average ***Speed:*** Fast
Armor: Average, but excellent against fire
Attack: Middle-range fire attack to both ground and air units
Special Ability: Converts buildings.

Pikeman



Combat: Average ***Speed:*** Average
Armor: Good
Attack: Melee piercing attack to ground units only
Special Ability: Does triple damage to cavalry.

Pixie



Combat: Average ***Speed:*** Very Fast
Armor: Average, but excellent against magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: None

Quasit



Combat: Poor ***Speed:*** Fast
Armor: Good, very good against fire and magic
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Can be put into mines. Poisons.

Queen Spider



Combat: Average ***Speed:*** Very Fast
Armor: Good, but average against crushing and fire
Attack: Melee piercing attack to ground units only
Special Ability: Can lay eggs in vanquished foes that hatch into Spiders.

Reaver



Combat: Excellent ***Speed:*** Fast
Armor: Average, but good against magic
Attack: Melee slashing attack to ground units only
Special Ability: Converts buildings. Does triple damage to large units.

Red Mage



Combat: Very Good ***Speed:*** Average
Armor: Average, but excellent against magicand fire
Attack: Long-range fire attack to both ground and air units
Special Ability: Converts buildings. Casts *Ring of Fire* and *Resist Fire* spells.

Rider



Combat: Good ***Speed:*** Very Fast
Armor: Average, but good against slashing and magic
Attack: Melee piercing attack to ground units only
Special Ability: None

Runelord



Combat: Very Good ***Speed:*** Very Slow
Armor: Good, but excellent against magic and fire
Attack: Long-range fire attack to both ground and air units
Special Ability: Casts *Stonecall* and *Doomstones* spells.

Salamander



Combat: Very Good ***Speed:*** Average
Armor: Good, but excellent against fire
Attack: Melee fire attack to both ground and air units
Special Ability: Can set units alight. Hits multiple enemies with one attack.

Scorpion



Combat: Very Good ***Speed:*** Slow
Armor: Very Good
Attack: Very long range piercing attack to ground units only
Special Ability: Can shoot multiple bolts.

Shadow



Combat: Very Good ***Speed:*** Average
Armor: Very Good
Attack: Melee magic attack to both ground and air units
Special Ability: Drains enemy XP. Gets +5 to Combat at night.

Skeleton



Combat: Poor ***Speed:*** Average
Armor: Good, but poor against crushing, and excellent against piercing
Attack: Melee slashing attack to ground units only
Special Ability: Resistant to normal missiles. Can morph to Wight or Wraith.

Skeleton Cavalry



Combat: Good ***Speed:*** Fast
Armor: Very good, except poor against crushing
Attack: Melee slashing attack to ground units only
Special Ability: Unlockable in campaign only. Resistant to normal missiles.

Slayer Knight



Combat: Good ***Speed:*** Slow
Armor: Excellent
Attack: Melee slashing attack to ground units only
Special Ability: Causes Chaos. Can morph to a Doom Knight.

Sorceror



Combat: Very Good ***Speed:*** Fast
Armor: Average, but very good against magic and fire
Attack: Long-range magic attack to both ground air units
Special Ability: Casts *Summon Zombie, Darkstorm* and *Pillar of Fire* spells.

Spider



Combat: Poor ***Speed:*** Fast
Armor: Average
Attack: Melee piercing attack to both ground and air units
Special Ability: Poisons.

Spriggan



Combat: Poor ***Speed:*** Fast
Armor: Good
Attack: Melee piercing attack to ground units only
Special Ability: None

Sprite



Combat: Poor ***Speed:*** Fast
Armor: Average, but very good against magic
Attack: Middle-range piercing attack to both ground and air units
Special Ability: None

Squire



Combat: Average ***Speed:*** Fast
Armor: Average, but good against magic and fire
Attack: Middle-range piercing attack to both ground and air units
Special Ability: None

Stone Golem



Combat: Average ***Speed:*** Very Slow
Armor: Excellent, but only average against crushing
Attack: Melee crushing attack to both ground and air units
Special Ability: None

Succubus



Combat: Good ***Speed:*** Average
Armor: Very Good
Attack: Melee slashing attack to both ground and air units
Special Ability: Leaves Souls for mana collection.

Summoner



Combat: Very Good ***Speed:*** Fast
Armor: Very good, but excellent against magic and fire
Attack: Mid-range magic attack to both ground and air units
Special Ability: Converts buildings. Casts *Banish* and *Daemongate* spells. Can devour Souls to gain mana.

Sylph



Combat: Poor ***Speed:*** Very Fast
Armor: Poor, but excellent against magic
Attack: Melee piercing attack to both ground and air units
Special Ability: None

Thrall



Combat: Poor ***Speed:*** Slow
Armor: Poor
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Can be put into mines.

Titan, Balora



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Melee slashing attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Splash damage. Explodes on death.

Titan, Lord Bane



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Long-range fire attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Titan, Forestmaster



Combat: Excellent ***Speed:*** Very Fast
Armor: Excellent
Attack: Very long range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Titan, Gornak Elfeater



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Long-range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Turn enemies into 100 Stone. Explodes on death.

Titan, Grond



Combat: Excellent ***Speed:*** Slow
Armor: Excellent
Attack: Melee crushing attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Splash damage. Explodes on death.

Titan, Ironbark



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Melee crushing attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Splash damage. Explodes on death.

Titan, Kargoth



Combat: Excellent ***Speed:*** Very Fast
Armor: Excellent
Attack: Long-range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Titan, King Khalid



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Long-range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Titan, King Lunarion



Combat: Excellent ***Speed:*** Very Fast
Armor: Excellent
Attack: Melee crushing attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Splash damage. Explodes on death.

Titan, Sirian



Combat: Excellent ***Speed:*** Very Fast
Armor: Excellent
Attack: Melee fire attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Splash damage. Explodes on death.

Titan, Skull of Sartek



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Long-range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Titan, Tempest



Combat: Excellent ***Speed:*** Fast
Armor: Excellent
Attack: Long-range magic attack to both ground and air units
Special Ability: Causes Terror. Ignores enemy armor. Explodes on death.

Treant



Combat: Excellent ***Speed:*** Slow
Armor: Very good, but average against fire
Attack: Melee crushing attack to both ground and air units
Special Ability: Builds buildings. Causes Fear. Casts *Entangle* spell.

Treant, Ancient



Combat: Excellent ***Speed:*** Slow
Armor: Excellent, but average against fire
Attack: Melee crushing attack to both ground and air units
Special Ability: Causes Fear. Casts *Entangle* spell. Splits into 2 Treants on death.

Troll



Combat: Good ***Speed:*** Slow
Armor: Good, but poor against fire
Attack: Middle-range crushing attack to both ground and air units
Special Ability: Fast regeneration of hits. Can pick up and throw sheep.

Unicorn



Combat: Good ***Speed:*** Very Fast
Armor: Average, but excellent against magic
Attack: Melee piercing attack to ground units only
Special Ability: Causes Awe. Casts *Healing* and *Curing* spells.

Vampire



Combat: Very Good ***Speed:*** Fast
Armor: Very good, but only average against piercing
Attack: Melee slashing attack to ground units only
Special Ability: Convert buildings. Drains enemy hits. Summons bats.

War Dog



Combat: Very Good ***Speed:*** Very Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: None

White Mage



Combat: Good ***Speed:*** Average
Armor: Good, but excellent against magic
Attack: Middle-range magic attack to both ground and air units
Special Ability: Converts buildings. Casts *Cure* and *Heal Group* spells.

Wight



Combat: Good ***Speed:*** Slow
Armor: Very Good
Attack: Melee slashing attack to ground units only
Special Ability: Can morph to Liche or Slayer Knight.

Wisp



Combat: Poor ***Speed:*** Fast
Armor: Average, but excellent against magic and fire
Attack: Close-range magic attack to both ground and air units
Special Ability: Builds buildings. Can merge with 3 other Wisps to make an Ancient Wisp.

Wisp, Ancient



Combat: Good ***Speed:*** Average
Armor: Good, but excellent against magic and fire
Attack: Long-range magic attack to both ground and air units
Special Ability: Builds buildings. Generates crystal equal to a level 2 Crystal Mine.

Wolfrider



Combat: Good ***Speed:*** Very Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: Can be upgraded to have Disease.

Woodrider



Combat: Average ***Speed:*** Very Fast
Armor: Good
Attack: Melee slashing attack to ground units only
Special Ability: None

Wraith



Combat: Good ***Speed:*** Average
Armor: Very Good
Attack: Melee magic attack to both ground and air units
Special Ability: Can morph to Shadow. Drains enemy XP.

Wyvern



Combat: Good ***Speed:*** Very Fast
Armor: Very Good
Attack: Melee slashing attack to both ground and air units
Special Ability: None

Zombie



Combat: Poor ***Speed:*** Slow
Armor: Good, but poor against fire
Attack: Melee crushing attack to ground units only
Special Ability: Builds buildings. Can be put into mines. Causes Disease.



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